

I claim:

- Sub B<sup>7</sup>
1. An improved method of controlling action intensity of a simulated game character by way of depressing at least one depressible single button located on a two-hand held housing, said single button for activating one single pressure-sensitive analog sensor, said pressure-sensitive analog sensor electrically connected to electronics, said electronics including means for controlling a display, said display for displaying said simulated game character;
    - wherein the improvement includes the step depressing, using a digit of a human user's hand, said depressible single button with varying degrees of pressure for varying the action intensity of said simulated game character.
  2. An improved method of controlling action intensity of a simulated game character according to claim 1 wherein said action intensity is at least represented by movement speed of said game character, whereby said game character moves slowly with low depressive pressure applied to said button, said game character moves faster with increased depressive pressure applied to said button.
  3. An improved method of controlling action intensity of a simulated game character according to claim 1 wherein said action intensity is at least represented by jumping height of said game character, whereby a human user depresses said button using low depressive pressure causing said character to jump a low height, and the human user depresses said button using higher depressive pressure causing said character to jump a higher height.
  4. An improved method of controlling action intensity of a simulated game character according to claim 1 wherein said game character is a simulated car, said car is slowed proportionally to increasing depressive pressure applied by the user to said button.

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proportional to varying physical pressure applied by the user's digit; said sensor electrically connected to active electronics means for interpreting the outputs of said sensor.

5            17. An electricity manipulating sensor for a control  
device according to claim 16 wherein said sensor is  
depressible by force applied by a single digit of a human  
user's hand.

18. An electricity manipulating sensor for a control  
10 device according to claim 17 wherein said active  
electronics means at least includes an ASIC.

19. An electricity manipulating sensor for a control device according to claim 17 wherein said control device is a game control device including a housing to be grasped and held simultaneously by two hands of the human user during use, said housing including a right-hand area and a left-hand area, said right-hand area being an area for at least grasping by the user's right hand, said left-hand area being an area for at least grasping by the user's left hand, said sensor located in said right-hand area to be depressed by the human user's right-hand thumb.

20. A game control comprising  
a housing to be grasped and held simultaneously by  
two hands of a human user, said housing including a right-  
hand area and a left-hand area, said right-hand area being  
25 an area for grasping by the user's right hand, said left-  
hand area being an area for grasping by the user's left  
hand;

30 a plurality of depressible electricity manipulating devices each at least in-part exposed on said housing, at least some of said plurality of electricity manipulating devices positioned on said housing to be within reach of the user's right-hand thumb;

at least one of said electricity manipulating devices  
35 including means for creating an On/Off output, and with  
varied pressure creating an analog output;

active electronics means for at least interpreting the outputs of said at least one electricity manipulating device.

21. A game control according to claim 20 wherein  
5 said electronics means includes an ASIC.

22. A method of manufacturing a game control, including the steps:

a) forming a housing shaped to be held simultaneously by two hands of a human user;

10 b) assembling electronics into said housing;

c) installing electricity manipulating devices connected to said electronics;

d) positioning said electricity manipulating devices in-part exposed on said housing to be depressed by digits  
15 of the human user's hand;

e) installing into said housing at least one depressible pressure-sensitive analog sensor, said sensor connected to said electronics, said sensor depressible by a single digit of a human user's hand.

20 23. A method of manufacturing a game control according to claim 22 further including the step

installing a resilient dome cap located to be operational with pressure-sensitive material of said pressure-sensitive analog sensor.

25 24. A method of manufacturing game controls according to claim 22 further including the step

installing an injection molded rubber dome cap located to be operational with said pressure-sensitive analog sensor.

30 25. A method of manufacturing a game control according to claim 24 further including the step

installing an individual depressible button for activating said pressure-sensitive analog sensor.

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